

Amendment to the Claims

Please cancel claims 7, 8, 11, 25, 26 and 29, amend claims 1, 9, 10, 12, 19, 27, 28, 30, and add new claims 37-40 as shown in the following listing of claims. This listing of claims will replace all prior versions, and listings, of claims in the application.

1. (currently amended) A method for synchronizing operations in a computer environment with accompanying audio, said method comprising:

- replaying said operations and said accompanying audio in said computer environment, said operations resulting from processing of recorded user inputs;
- creating a synchronization point at a common point in said replaying of said operations and said accompanying audio; ~~and~~
- associating said synchronization point with said accompanying audio, said synchronization point providing a reference point to substantially synchronize said accompanying audio when said operations are replayed in a replay computer environment using said recorded user inputs;
- detecting said synchronization point during a subsequent replay of said operations and said accompanying audio in said replay computer environment, said subsequent replay involving another processing of said recorded user inputs;
- comparing said synchronization point with a time value associated with said another processing of said recorded user inputs;
- selectively pausing said subsequent replay of said accompanying audio if a difference between said synchronization point and said time value exceeds a predefined amount so that said subsequent replay of said operations can catch up to said accompanying audio; and
- resuming said subsequent replay of said accompanying audio if a difference between said synchronization point and a current time value does not exceed a second predefined amount, said current time value being associated with said another processing of said recorded user inputs.

- 1 2. (original) The method of claim 1 wherein said creating of said
2 synchronization point includes creating said synchronization point in response to a
3 user command.
- 1 3. (original) The method of claim 1 wherein said common point is at a point in
2 time where there is no audio output during said replaying of said accompanying
3 audio.
- 1 4. (original) The method of claim 1 further comprising obtaining a current time
2 value associated with said processing of said recorded user inputs, said current time
3 value corresponding to said synchronization point.
- 1 5. (original) The method of claim 1 further comprising saving said
2 synchronization point in a first file containing said accompanying audio, said first file
3 being different than a second file containing said recorded user inputs.
- 1 6. (original) The method of claim 1 further comprising changing a time value of
2 said synchronization point in response to a positional change of a marker of said
3 synchronization point in a timeline.
- 1 7. (canceled).
- 1 8. (canceled).
- 1 9. (currently amended) The method of claim 1 ~~[[8]]~~ wherein said second
2 predefined amount equals said predefined amount.

1 10. (currently amended) A method for synchronizing operations in a computer
2 environment with accompanying audio, said method comprising:
3 replaying said operations in said computer environment, including
4 replaying said accompanying audio, said operations resulting from processing of
5 recorded user inputs;
6 detecting a synchronization point during said replaying of said
7 accompanying audio;
8 comparing said synchronization point with a time value associated
9 with said processing of said recorded user inputs; ~~and~~
10 selectively pausing said replaying of said accompanying audio if a
11 difference between said synchronization point and said time value exceeds a
12 predefined amount so that said replaying of said operations can catch up to said
13 accompanying audio; and
14 resuming said replaying of said accompanying audio if a difference
15 between said synchronization point and a current time value does not exceed a second
16 predefined amount, said current time value being associated with said processing of
17 said recorded user inputs.

1 11. (canceled).

1 12. (currently amended) The method of claim 10 ~~[[11]]~~ wherein said second
2 predefined amount equals said predefined amount.

1 13. (original) The method of claim 10 further comprising displaying said
2 synchronization point as a marker on a timeline, said timeline including time values
3 extracted from said recorded user inputs.

1 14. (original) The method of claim 10 further comprising:
2 creating said synchronization point at a common point in a replay of
3 said operations and said accompanying audio; and
4 associating said synchronization point with said accompanying audio.

1 15. (original) The method of claim 14 wherein said creating of said
2 synchronization point includes creating said synchronization point in response to a
3 user command.

1 16. (original) The method of claim 14 wherein said common point is at a point in
2 time where there is no audio output of said accompanying audio.

1 17. (original) The method of claim 14 further comprising saving said
2 synchronization point in a first file containing said accompanying audio, said first file
3 being different than a second file containing said recorded user inputs.

1 18. (original) The method of claim 14 further comprising changing a time value of
2 said synchronization point in response to a positional change of a marker of said
3 synchronization point in a timeline.

1 19. (currently amended) A storage medium readable by a computer, tangibly
2 embodying a program of instructions executable by said computer to perform method
3 steps for synchronizing operations in a computer environment with accompanying
4 audio, said method comprising:
5 replaying said operations and said accompanying audio in said
6 computer environment, said operations resulting from processing of recorded user
7 inputs;
8 creating a synchronization point at a common point in said replaying
9 of said operations and said accompanying audio; and

10 associating said synchronization point with said accompanying audio,
11 said synchronization point providing a reference point to substantially synchronize
12 said accompanying audio when said operations are replayed in a replay computer
13 environment using said recorded user inputs;
14 detecting said synchronization point during a subsequent replay of said
15 operations and said accompanying audio in said replay computer environment, said
16 subsequent replay involving another processing of said recorded user inputs;
17 comparing said synchronization point with a time value associated
18 with said another processing of said recorded user inputs;
19 selectively pausing said subsequent replay of said accompanying audio
20 if a difference between said synchronization point and said time value exceeds a
21 predefined amount so that said subsequent replay of said operations can catch up to
22 said accompanying audio; and
23 resuming said subsequent replay of said accompanying audio if a
24 difference between said synchronization point and a current time value does not
25 exceed a second predefined amount, said current time value being associated with
26 said another processing of said recorded user inputs.

1 20. (original) The storage medium of claim 19 wherein said creating of said
2 synchronization point includes creating said synchronization point in response to a
3 user command.

1 21. (original) The storage medium of claim 19 wherein said common point is at a
2 point in time where there is no audio output during said replaying of said
3 accompanying audio.

1 22. (original) The storage medium of claim 19, wherein said method further
2 comprises obtaining a current time value associated with said processing of said
3 recorded user inputs, said current time value corresponding to said synchronization
4 point.

1 23. (original) The storage medium of claim 19, wherein said method further
2 comprises saving said synchronization point in a first file containing said
3 accompanying audio, said first file being different than a second file containing said
4 recorded user inputs.

1 24. (original) The storage medium of claim 19, wherein said method further
2 comprises changing a time value of said synchronization point in response to a
3 positional change of a marker of said synchronization point in a timeline.

1 25. (canceled).

1 26. (canceled).

1 27. (currently amended) The storage medium of claim 19 [[26]] wherein said
2 second predefined amount equals said predefined amount.

1 28. (currently amended) A storage medium readable by a computer, tangibly
2 embodying a program of instructions executable by said computer to perform method
3 steps for synchronizing operations in a computer environment with accompanying
4 audio, said method comprising:
5 replaying said operations in said computer environment, including
6 replaying said accompanying audio, said operations resulting from processing of
7 recorded user inputs;
8 detecting a synchronization point during said replaying of said
9 accompanying audio;
10 comparing said synchronization point with a time value associated
11 with said processing of said recorded user inputs; ~~and~~
12 selectively pausing said replaying of said accompanying audio if a
13 difference between said synchronization point and said time value exceeds a

14 predefined amount so that said replaying of said operations can catch up to said
15 accompanying audio; and
16 resuming said replaying of said accompanying audio if a difference
17 between said synchronization point and a current time value does not exceed a second
18 predefined amount, said current time value being associated with said processing of
19 said recorded user inputs.

1 29. (canceled).

1 30. (currently amended) The storage medium of claim 28 [[29]] wherein said
2 second predefined amount equals said predefined amount.

1 31. (original) The storage medium of claim 28 further comprising displaying said
2 synchronization point as a marker on a timeline, said timeline including time values
3 extracted from said recorded user inputs.

1 32. (original) The storage medium of claim 28 wherein said method further
2 comprises:
3 creating said synchronization point at a common point in a replay of
4 said operations and said accompanying audio; and
5 associating said synchronization point with said accompanying audio.

1 33. (original) The storage medium of claim 32 wherein said method further
2 comprises wherein said creating of said synchronization point includes creating said
3 synchronization point in response to a user command.

1 34. (original) The storage medium of claim 32 wherein said common point is at a
2 point in time where there is no audio output of said accompanying audio.

1 35. (original) The storage medium of claim 32 further comprising saving said
2 synchronization point in a first file containing said accompanying audio, said first file
3 being different than a second file containing said recorded user inputs.

1 36. (original) The storage medium of claim 32 further comprising changing a time
2 value of said synchronization point in response to a positional change of a marker of
3 said synchronization point in a timeline.

1 37. (new) A method for synchronizing operations in a computer environment with
2 accompanying audio, said method comprising:
3 replaying said operations in said computer environment, including
4 replaying said accompanying audio, said operations resulting from processing of
5 recorded user inputs;
6 detecting a synchronization point during said replaying of said
7 accompanying audio;
8 comparing said synchronization point with a time value associated
9 with said processing of said recorded user inputs;
10 selectively pausing said replaying of said accompanying audio if a
11 difference between said synchronization point and said time value exceeds a
12 predefined amount so that said replaying of said operations can catch up to said
13 accompanying audio;
14 creating said synchronization point at a common point in a replay of
15 said operations and said accompanying audio, wherein said common point is at a
16 point in time where there is no audio output of said accompanying audio; and
17 associating said synchronization point with said accompanying audio.

1 38. (new) A storage medium readable by a computer, tangibly embodying a
2 program of instructions executable by said computer to perform said method of claim
3 37.

1 39. (new) A method for synchronizing operations in a computer environment with
2 accompanying audio, said method comprising:
3 replaying said operations in said computer environment, including
4 replaying said accompanying audio, said operations resulting from processing of
5 recorded user inputs;
6 detecting a synchronization point during said replaying of said
7 accompanying audio;
8 comparing said synchronization point with a time value associated
9 with said processing of said recorded user inputs;
10 selectively pausing said replaying of said accompanying audio if a
11 difference between said synchronization point and said time value exceeds a
12 predefined amount so that said replaying of said operations can catch up to said
13 accompanying audio;
14 creating said synchronization point at a common point in a replay of
15 said operations and said accompanying audio;
16 associating said synchronization point with said accompanying audio;
17 and
18 saving said synchronization point in a first file containing said
19 accompanying audio, said first file being different than a second file containing said
20 recorded user inputs.

1 40. (new) A storage medium readable by a computer, tangibly embodying a
2 program of instructions executable by said computer to perform said method of claim
3 39.